



# 10 Rules for Distance Learning

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with

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1 2 3 4 5 6 7 8 9 10

09/05/16

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10 Rules for Distance Learning

# Opening Exercise

Using the worksheet on your chair, please write **two rules** you have learned or suspect should apply in distance learning.

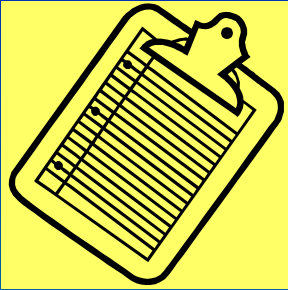


Please complete this before we begin. Thank you.

09/05/16

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# Purpose



- Look at Lessons Learned in Concise Form
- Add New Rules
- Make Up Your Own Guide

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# Bumps & Bruises to Show...



- First Internet Manual in 1993
- FBI Academy, Library of Congress, U.S. Army, Ford Motor Company, Virginia Department of Social Services, Berlitz, and FDIC
- Distance Learning to E-Learning

# More Bumps and Bruises



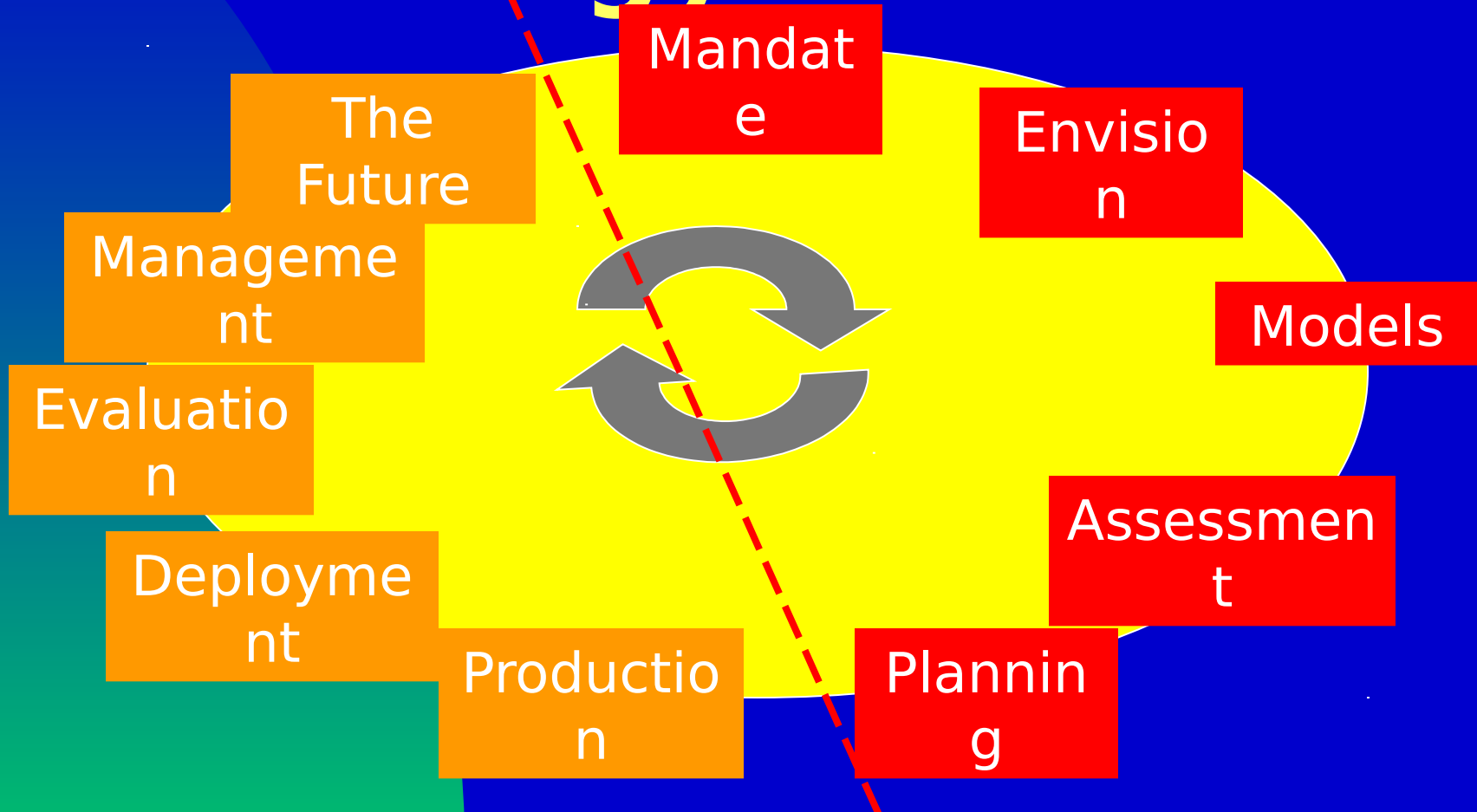
- First PLATO course written in 1984
- A.C. Nielsen, Credit Suisse, Georgia Tech, Honda America, Coast Guard, IBM, Boeing, Ernst & Young, Cisco Systems
- Classroom Training to E-Learning+

# Before We Go Further...



How Do You Define  
Distance Learning ?

# Sample Development Strategy



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# What Rules Do You Know?



HINT:

- What Do You Hate About Distance Learning?
- What Do You Love About Distance Learning?



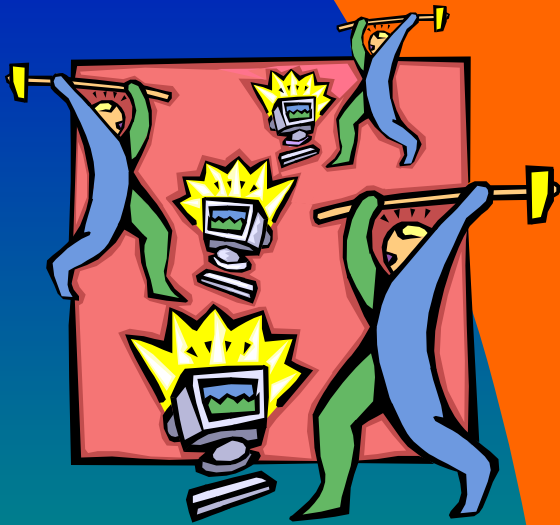
# Rule No. 1

- The Learning Should Lead the Technology

(and not the other way around!)

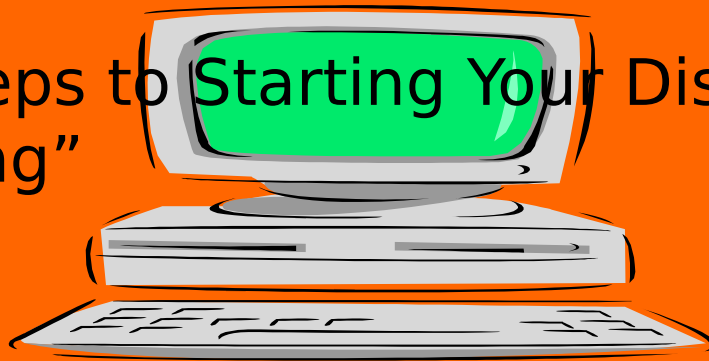
1 2 3 4 5 6 7 8 9 10

# Rule No. 2



- Don't Confound the Learning with Learning the Technology

"47 Steps to Starting Your Distance Learning"



# Rule No. 3

- Not All Classroom Instructors will Make Great Distance Learning Instructors  
(nor will they want to)



# Rule No. 4



Page  
Turning

- Distance Learning  
Can and  
Should Be  
Highly  
Interactive



Talking  
Heads

# Rule No. 5



- Distance Learning is NEITHER as Easy as It Looks NOR Is It as Hard as It Looks



# Rule No. 6

Infrastructure

Build Your Team from  
the Absolute Beginning

IT

Architecture

ISD

SMEs

# Rule No. 7

- Start Small and Learn as You Go



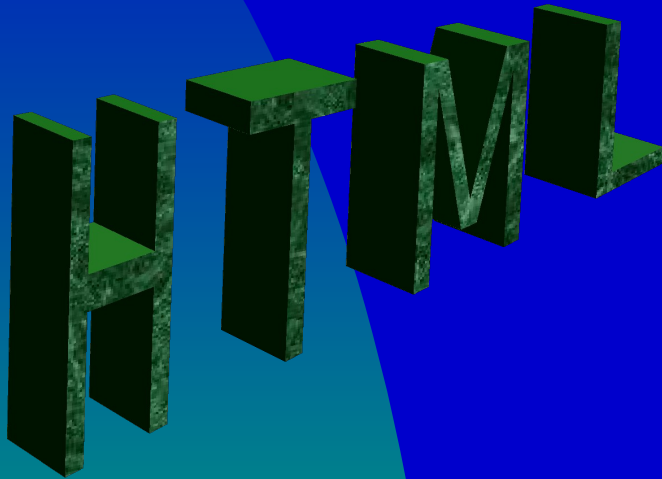
# Rule No. 8

- Learners Should be **Accountable** for Their Learning;
- Instructors Should be **Accountable** for Their Instruction





# Rule No. 9



- Simple is Still
  - ◆ Better
  - ◆ Cheaper
  - ◆ More Easily Changed
  - ◆ Portable
  - ◆ Scalable
  - ◆ Robust

# Rule No. 10

- Don't Stop Idealizing How Learning Should Take Place



# What Rules Would You Add?

- What's Worked?
- What Hasn't Worked?



# Your 10 Rules for DL

- Look at what you wrote at the beginning of the session
- Are there any new rules you might consider using?

